

interactively participate in a single video game projected onto said motion picture theatre projection screen;

β1 a plurality of user stations respectively disposed at a plurality of seats in the motion picture theatre screening room such that users at said stations may observe said motion picture projection screen, each user station having a manual input device for receiving manual user input and transmitting same from said each user station to said computer, and said computer, in response to receipt of the user inputs, updating the video game software to provide updated video game images ;

a video game projector, disposed in the motion picture theatre, and connected to said computer, for projecting the updated video game images onto said projection screen; and

said screen displaying the projected updated video game images during a time when no motion picture is being projected on said screen, such that said updated video images are visible from each of said user stations.

2. (Once Amended) A motion picture theatre video gaming system, comprising:

a motion picture projection screen disposed in a motion picture theatre screening room, for displaying motion pictures and video game images;

a computer disposed in the motion picture theatre;

video game software executed by said computer, said video game software enabling up to at least a few dozen users in the motion picture theatre screening room to participate in a single video game projected onto said screen;

β1 a plurality of game user stations disposed in the motion picture theatre screening room so that users at said game user stations may observe said screen, each game user station having interface means for receiving game user manual inputs and transmitting them to said computer, and said computer, after receipt of the game user inputs, updating said video game software to interactively produce updated video game images;

a video game projector receiving the updated video images from said computer and projecting them onto said screen; and

said screen displaying said updated video images during an idle time between motion picture screenings.

3. (Once Amended) A motion picture theatre audience gaming system, comprising:

a motion picture projection screen, disposed in a motion picture theatre screening room, for displaying motion picture images and interactive game images;

a computer;

B1 interactive game software executed by said computer, said game software enabling a plurality of members of the motion picture audience to participate interactively in a single game displayed on said screen at a time when no motion picture images are being displayed on said screen;

a plurality of user stations disposed in the motion picture screening room and having structure for receiving manual user inputs and transmitting same to said computer, and said computer, in response to receipt of the user inputs, generating updated game images;

a game projector connected to said computer, for projecting the updated game images onto said screen ; and

said screen displaying said updated game images at a time between motion picture screenings such that the updated game images are visible from each of said user stations.

4. (Once Amended) A motion picture theatre gaming system, comprising:

B1 a motion picture screening room having a plurality of seats to accommodate a motion picture audience, said motion picture screening room including a motion picture projection screen for displaying projected motion picture images and projected game images;

a plurality of gaming stations disposed adjacent at least some of said seats, each gaming station including manual input structure for receiving manual input from a user seated in a corresponding seat;

a game projection system for projecting game images on said screen at a time when no motion picture images are being displayed on said screen; and

a game computer connected to each of said gaming stations and said game projection system, said game computer interactively updating the game images projected on said

screen in response to said computer receiving user input from said gaming stations.

5. (Once Amended) The system of claim 3 wherein said user stations are located at a plurality of seats disposed in said motion picture theatre.

6. (Once Amended) A method for playing an interactive, large screen video game in a motion picture theatre screening room, said method comprising the steps of:

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providing a projection screen in said motion picture theatre screening room, for displaying projected motion picture images and projected game images;

providing a plurality of user stations at a corresponding plurality of seats in said motion picture theatre screening room;

providing a user interface at each user station to receive manual user input from said each user station;

integrating game images from said game with said user input, by means of a computer; and

projecting the results of said integrating

on said projection screen at a time when no motion picture images are being projected onto the screen, said results being visible from each of said user stations.

7. (Once Amended) The method of claim 6 wherein said computer interactively integrates input from said user stations.

β^1 8. (Once Amended) The system of claim 1, further comprising a game programming interface, said game programming interface comprising a set of software routines, said routines forming a portion of said video game software, said routines providing a programmable interface to said computer, said user stations, said projector and said screen.

9. (Once Amended) The system of claim 1, wherein said user stations include structure for accepting a card to validate a user to play said game software.

10. (Once Amended) The system of claim 9, further comprising purchase/credit stations, said stations having credit means to permit a user to add credit to said card.

11. (Once Amended) The system of claim 1 further comprising a database, said database containing demographic information for each user of said gaming system.

12. (Once Amended) The system of claim 1 wherein said interface means further comprise audio means, said audio means providing sound to said user.

13. (Once Amended) The system of claim 1 further comprising encryption structure for encrypting input from a user station.

14. (Once Amended) The system of claim 1 wherein said interface means further comprise a virtual reality interface, said virtual reality interface providing to the user a virtual reality environment.

15. (Once Amended) A method of providing large screen, interactive computer gaming in a screening room of a motion picture theatre having a projection screen on which motion pictures and game images can be displayed, said method comprising the steps of:

providing public access to user stations at a plurality of seats in said motion picture theatre screening room;

B¹ accepting and validating identification from users at said user stations, allowing said users to engage as players in computer game play displayed on said screen;

initiating said game play when said screen is not being used to display a motion picture;

accepting manual input provided by said players via said user stations;

in response to said manual inputs, aggregating the user inputs to create game images;

projecting the created game images on said projection screen at a time when no motion pictures are being projected thereon; and

terminating said game play before said screen is to be used to display a motion picture.

16. (Once Amended) The method of claim 15 wherein said game images comprise video game images.

17. (Once Amended) The method of claim 16, further comprising the step of debiting said user identification in an amount required as payment to engage in said game play.

B1 18. (Once Amended) The method of claim 17 wherein said user identification comprises a smart card, a credit card, or a debit card.

19. (Once Amended) An interactive motion picture theatre entertainment facility, comprising:

a motion picture theatre screening room, having a projection screen and a plurality of seats arranged in rows facing said projection screen, said projection screen being capable of displaying motion picture images and game images;

a projector for projecting motion pictures on said projection screen;

a game computer;

game software executed by said computer;

a plurality of user stations disposed in said screening room, each having interface means for receiving manual user input, said computer, in response to said manual user input, generating updated game images; and

means connected to said computer for displaying the updated game images on said screen at a time when motion pictures are not being displayed on said screen.

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20. (Once Amended) A method of providing interactive entertainment in a motion picture theatre screening room having a plurality of seats, comprising the steps of:

at some times projecting a motion picture upon a projection screen in said motion picture theatre screening room theatre after admitting members of the public to view said motion picture; and

at other times, operating computer game software that projects computer game images on said screen in said motion picture screening room in response to user manual inputs received from user stations disposed adjacent at least some of said seats, the images being created by a computer that responds to player input from the user stations.

B¹ 21. (Once Amended) The method of claim 20 wherein members of the public are allowed to engage as players in said computer game at said user stations after having a payment authorization accepted and validated.

22. (Once Amended) The method of claim 20 wherein members of the public are allowed to engage as players in said computer game at said user stations after having a payment authorization accepted, validated, and debited in an amount corresponding to a fee charged for engaging in said computer game.
